

Eclipse

Female wayang occultist (haunt collector) 4 - CR 3

Chaotic Evil Humanoid (Wayang); Deity: **Lao Shu Po**; Age: **51**; Height: **3' 3"**; Weight: **33 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	18	+4	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

Plague Survivor: +2 trait bonus on checks to stabilize while dying

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

+7 = **+4** **+3**

Plague Survivor: +2 trait bonus vs. disease, **Deathtouched**: +2 trait bonus against mind-affecting effects, **Shadow Resistance**: +2 vs. shadow spells

REFLEX (DEXTERITY)

+2 = **+1** **+1**

Deathtouched: +2 trait bonus against mind-affecting effects, **Shadow Resistance**: +2 vs. shadow spells

WILL (WISDOM)

+4 = **+4**

Two Minds Gift: +2 bonus vs. mind-affecting effects, **Deathtouched**: +2 trait bonus against mind-affecting effects, **Shadow Resistance**: +2 vs. shadow spells

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC 18 = **+4** **+1** **+1** **+1** **+1**

Touch AC 13 **Flat-Footed AC 17**

BAB Strength Size Misc

CM Bonus +4 = **+3** **+3** **-1** **-**

CM Defense 18 = **10** BAB Strength Dexterity Size

+3 **+3** **+1** **-1**

Hero Points

HP 51

Base Attack +3

Damage / Current HP

Initiative +1

Speed 20 ft

+1 battleaxe

Both hands: **+7, 1d8+8** Crit: x3
2-hand, S

Battleaxe

Main hand: **+6, 1d6+5** Crit: x3
Both hands: **+6, 1d6+6** 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+9	INT (4)	2	
Bluff	+4	CHA (2)	-	
Climb	+4	STR (3)	1	
Diplomacy	+8	CHA (2)	3	
Disable Device	+6	DEX (1)	2	
Disguise	+8	CHA (2)	3	
Escape Artist	+2	DEX (1)	1	
Fly	+7	DEX (1)	1	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+8	INT (4)	1	
Knowledge (engineering)	+8	INT (4)	1	
Knowledge (history)	+8	INT (4)	1	
Knowledge (planes)	+8	INT (4)	1	
Gatekeeper (Knowledge [Planes]) : +5 to open chaotic evil soulgates, Gatekeeper (Knowledge [Planes]) : cannot open any good, lawful, or true neutral soulgates				
Knowledge (religion)	+9	INT (4)	2	
Linguistics	+8	INT (4)	1	
Perception	+7	WIS (0)	4	
Gatefinder (Perception) : +5 to notice chaotic evil soulgates, Gatefinder (Perception) : -5 to notice lawful good, lawful neutral, and neutral good soulgates, Hateful Voices Gift : +4 bonus to see through disguises and act on the surprise round				
Ride	+1	DEX (1)	-	
Sense Motive	+5	WIS (0)	2	
Hateful Voices Gift : +4 bonus to notice when a creature is under enchantment and act on the surprise round				
Sleight of Hand	+8	DEX (1)	2	
Spellcraft	+8	INT (4)	1	
Stealth	+7	DEX (1)	2	
Survival	+0	WIS (0)	-	
Swim	+3	STR (3)	-	
Use Magic Device	+8	CHA (2)	1	

Activated Abilities & Adjustments

Power Attack -1/+2
Warding Talisman (Su): Worn

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Expertise +/-1
Deadly Aim -1/+2
Extra Mental Focus
Martial Weapon Proficiency - All
Power Attack -1/+2
Shield Proficiency
Simple Weapon Proficiency - All
Spirit Sense
Toughness

Traits

Adopted
Corpse Dodger (Ustalav)
Deathtouched (+2 vs. mind-affecting effects)
Plague Survivor

Drawbacks

Umbral Unmasking

Energy Ray 2d6 (Sp)

Ranged: **+5 touch, 2d6** Crit: N/A
Rng: 30'

Kunai

Main hand: **+6, 1d3+5** Crit: x2
Rng: 10'
Ranged: **+5, 1d3+3** Light, B/P

Kunai

Main hand: **+6, 1d3+5** Crit: x2
Rng: 10'
Ranged: **+5, 1d3+3** Light, B/P

Punching dagger

Main hand: **+6, 1d3+5** Crit: x3
Light, P

Scythe

Both hands: **+6, 1d6+7** Crit: x4
2-hand, P/S, Trip

+1 studded leather

+4

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: **9000**/15,000
Current Cash: **You have no money!**

Gear

Total Weight Carried: 56.5/195 lbs, Light Load
(Light: 64.5 lbs, Medium: 129.75 lbs, Heavy: 195 lbs)

+1 battleaxe	6 lbs
+1 studded leather	10 lbs
Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Backpack, masterwork (15 @ 2.5 lbs)	1 lb
Battleaxe	3 lbs
Bell <In: Backpack, masterwork (15 @ 2.5 lbs)>	-
Chewing stick	-
Comb	0.2 lbs
Ear trumpet	2 lbs
Earplugs <In: Backpack, masterwork (15 @ 2.5 lbs)>	-
Effortless lace (- custom / magic weapon -)	-
False-bottomed cup	-
Flint and steel	-
Fortune cookies x3 <In: Backpack, masterwork (15 @	-
Garlic <In: Backpack, masterwork (15 @ 2.5 lbs)>	1 lb
Glue paper	-
Hairbrush	0.3 lbs
Holy symbol, flask (holy water) <In: Backpack,	-
loun stone (dusty rose prism)	-
Kunai	1 lb
Kunai	1 lb
Leather armor	7.5 lbs
Magnet	0.5 lbs
Manacles, masterwork	0.5 lbs
Manacles, masterwork	0.5 lbs
Marbles	2 lbs
Mirror	0.5 lbs
Money	-
Nail file	0.1 lbs
Potion of cure moderate wounds x2	-
Potion of cure moderate wounds x2	-
Potion of restoration, lesser x4	-
Potion of shield of faith	-
Powder x2 <In: Backpack, masterwork (15 @ 2.5	0.5 lbs
Punching dagger	0.5 lbs
Reinforced scarf	0.25 lbs
Reversible cloak	0.25 lbs
Scissors	0.3 lbs
Scroll of detect undead (x2)	-
Scythe	5 lbs
Silk rope	5 lbs
Soap	0.5 lbs
Spirit planchette, brass	2.5 lbs
Sponge	-
Stone of alarm	2 lbs
String or twine	0.5 lbs
Tooth Powder	0.1 lbs
Unholy symbol, iron (lao shu po)	1 lb
Vermin repellent x5 <In: Backpack, masterwork (15 @	-
Wand of cure light wounds	-
Wand of cure light wounds (25 charges)	-
Wand of lesser restoration (12 charges)	-

Eclipse – Abilities & Gear

Combat Expertise +/-1

Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deadly Aim -1/+2

Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Extra Mental Focus

Feat

You possess increased mental focus.

Prerequisite: Mental focus class feature.

Benefit: You gain 2 additional points of mental focus.

Appears In: Occult Adventures

Power Attack -1/+2

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Spirit Sense

Feat

You sense the presence of the unseen.

Prerequisite: Psychic Sensitivity or ability to cast psychic spells.

Benefit: You gain a +5 bonus on checks to notice haunts. In addition, when you target an incorporeal creature with a corporeal spell or effect that doesn't deal damage, you have a 75% chance of affecting the target.

Normal: Corporeal spells and effects that don't deal damage have only a 50% chance of affecting an incorporeal creature.

Appears In: Occult Adventures

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Adopted

Trait

You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society, and may immediately select a race trait from your adoptive parents' race. Race traits can be found in Pathfinder Companion products—if you don't have access to a selection of race traits, it's best to simply pick a different social feat.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Corpse Dodger (Ustalav)

Trait

You spent your formative years in the town of Ravengro, where your proximity to both a prominent graveyard and an infamous prison left you no stranger to the occasional zombie or skeleton. As such, you developed unique methods of dodging these pests. Once per day, you can cast *hide from undead* as a spell-like ability. The casting time is a swift action and the caster level for this effect is always 1st; this ability is otherwise identical to the spell

Appears In: Undead Slayer's Handbook

Deathtouched (+2 vs. mind-affecting effects)

Trait

At some point you were tainted with the corruption of the undead, and you have gained some of their defenses. You gain either a +1 trait bonus on Fortitude saving throws or a +2 trait bonus on saving throws against mind-affecting effects (your choice).

Appears In: Ultimate Campaign

Plague Survivor

Trait

You survived an encounter with disease in a slum or contagion-prone area. You gain a +2 trait bonus on Fortitude saving throws against diseases and on Constitution checks to stabilize while dying.

Appears In: Inner Sea Races

Eclipse – Abilities & Gear

Automatic Writing (Linguistics, 1/week) Unknown

You can produce mysterious writing that pertains to the immediate future, either under the influence of enigmatic guiding spirits or by unleashing your subconscious intuition.

Check: Once per week, you can spend 1 hour posing questions while your hand unconsciously scribbles messages of varying legibility and accuracy. At the end of this hour, you attempt a Linguistics check to decipher the meanings of these messages. If successful, you gain information as though you had used *augury*. If you have 10 or more ranks in Linguistics, you can attempt a higher DC check to instead gain information as though you had used *divination*. The chance of successfully producing coherent or meaningful writing from any of these effects equals 60% plus 5% for every 1 by which your check result exceeds the DC (to a maximum of 90%). You must choose which DC you'll try to meet before attempting the check. The GM rolls the check and d% roll secretly, so that you can't tell whether the messages are accurate.

Writing Results — Ranks Required — DC

As *augury* spell — 1 — 20

As *divination* spell — 10 — 30

Action: Automatic writing takes 1 hour.

Try Again : Yes. You can attempt to learn more about a subject, but can still attempt only one check per week.

Darkvision (60 feet) Racial Ability, Senses (Wayang)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Gatefinder (Perception) Unknown

You can notice soulgates compatible with your alignment.

Check: You are familiar with soulgates and might notice those with an alignment matching your own. To notice a soulgate that you're not already familiar with, you must succeed at a DC 20 Perception check—this DC could be higher if the portal is obscured or damaged, or at the GM's discretion. If the soulgate shares your exact alignment, you gain a +5 bonus on your check to notice the portal, feeling an instinctual draw toward it. If your alignment and the portal's share none of the same components, you take a –5 penalty on your check to notice the portal. If your alignment is neutral with no other alignment components, you take no penalties on checks to find soulgates.

For example, a lawful good character would gain a +5 bonus on her Perception checks to find lawful good soulgates, but would take a –5 penalty on checks to find chaotic evil, chaotic neutral, and neutral evil soulgates, as she has no chaotic, neutral, or evil components to her alignment. A neutral character, however, gains a +5 bonus on checks to find neutral gates, but gains no bonus on checks to find chaotic neutral, lawful neutral, neutral good, and neutral evil soulgates. Additionally, she takes no penalty on checks to notice chaotic good, chaotic evil, lawful good, or lawful evil soulgates.

Once you are aware of a soulgate, you never need to succeed at a Perception check to find that particular gate again, as long as some remarkable event doesn't change its appearance or location.

Appears In : Hell's Vengeance

Gatekeeper (Knowledge [Planes]) Unknown

You can attempt to open soulgates compatible with your alignment.

Check: Once you are aware of a soulgate, you can use your knowledge of the planes and your place as a child of the multiverse to attempt to open the portal. This attempt takes 1 minute to perform. The DC of the Knowledge (planes) check to open a soulgate is 30. If your alignment perfectly matches that of the soulgate, you gain a +5 bonus on this check. You can also attempt to open a soulgate with an alignment that is within one step of your own. However, unless you are neutral, you cannot open a soulgate with an alignment two or more steps away from your own.

For example, a lawful evil character would gain a +5 bonus on her attempt to open a soulgate connecting the Material Plane to Hell (lawful evil) or other planes of lawful evil alignment. She can also attempt to open soulgates to Abaddon (neutral evil), Axis (lawful neutral), and other planes that share those planes' alignments, because their alignments are one step away from lawful evil. She can never open a soulgate to the Abyss (chaotic evil), the Boneyard (neutral), Elysium (chaotic good), Heaven (lawful good), the Maelstrom (chaotic neutral), Nirvana (neutral good), or any other plane with those alignments.

If your alignment is neutral with no other alignment components, you can open soulgates with an alignment two steps away from your own, but you take a –10 penalty on attempts to do so.

Once opened, you can keep a soulgate open for a number of rounds equal to your Charisma modifier. An open soulgate closes at the end of that time, or you can close it earlier as a standard action.

Eclipse – Abilities & Gear

Hero Points

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special : You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In : Advanced Player's Guide Hero Points

Unknown

Hypnotism (Diplomacy, 1/day)

Unknown

You use the power of suggestion and subtle psychic influence to alter a subject's mind and dredge up repressed memories.

Check: You can use hypnotism once per day. The DC of a Diplomacy check to hypnotize is 20 + the subject's Will save modifier against mind-affecting enchantment (compulsion) effects. All uses of hypnotism are mind-affecting enchantment (compulsion) effects.

Implant Suggestion : You can implant a suggested course of reasonable action in the mind of a willing creature, along with a defined trigger. To implant a suggestion, you spend 1 minute inducing a trance-like state in the subject, after which you attempt a Diplomacy check. If the check is successful, you implant the course of action, as a *suggestion* spell with a duration of 10 minutes plus 10 additional minutes for every 1 by which your check result exceeds the DC. If the subject ceases to be willing, it can attempt a Will save once each round to shake off the effects. The save DC is equal to 10 + 1/2 your character level + your Charisma modifier. You can attempt to subtly implant a suggestion in the mind of an unwilling creature with an attitude of indifferent or better after 1 minute of continuous, calm interaction with that creature, but the DC is 10 higher.

Recall Memory : You can draw out forgotten memories from a willing subject. You spend 1 minute inducing a calming, trance-like state in the subject, after which you attempt a Diplomacy check. If you succeed at the check, the hypnotized creature can reroll any previously failed Intelligence or Knowledge check to recall the forgotten information with a +4 bonus. The information must be something the subject once knew or was exposed to.

Action: Hypnotism takes 1 minute of calm interaction.

Try Again : Yes. You can try to hypnotize the same creature more than once, but only once per day.

Light and Dark (1/day) (Su)

Racial Ability (Wayang)

Once per day as an immediate action, a wayang can treat positive and negative energy effects as if she were an undead creature, taking damage from positive energy and being healed of damage by negative energy. This ability lasts for 1 minute once activated.

Manifestation Points, Ability Scores ([none], 18/psychic) Unknown

Every combatant begins a psychic duel with a pool of MP equal to the combatant's HD + the average of her Intelligence, Wisdom, and Charisma scores. As a free action, a combatant can draw from this pool to generate MP. A combatant who draws any number of points from this pool is fatigued upon leaving the binary mindscape. A combatant who draws half or more of these points is exhausted upon leaving the mindscape, and takes a -4 penalty to Intelligence, Wisdom, and Charisma for 24 hours thereafter. If a combatant expends the entire pool, she becomes unconscious after leaving the mindscape. The fatigued, exhausted, and unconscious conditions and the -4 penalty ignore all immunities and last for 24 hours; they can't be removed before that time except by a *wish* or a *miracle*.

Phrenology (Knowledge [Arcana], 1/day) Unknown

You examine the skulls of intelligent creatures to analyze the subjects' psychological attributes, since the shape of the brain influences the shape of the skull.

Check: Once per day, you can use your fingertips to examine the shape of a creature's skull. Reading a creature's skull requires 1 minute of concentration and scrutiny while you physically manipulate the skull. This technique can be used on a willing, helpless, or paralyzed creature, or on decomposed remains (as long as the skull is intact or can be pieced together). This skill can't be used on creatures without discernible skulls, such as constructs, elementals, oozes, or plants. After the minute is up, the GM attempts a secret Knowledge (arcana) check. The DC is typically modified by the subject's Hit Dice. With a single check, you determine all the information whose DC you meet. For instance, if you had a result of 22 when examining a creature with 2 HD, you would learn that creature's race and age, gender, alignment, and class, but not its level or HD.

Task — DC

Determine race and age — 10

Determine gender — 15

Determine alignment — 15 + creature's HD †

Determine class — 20 + creature's HD †

Determine level or HD — 25 + creature's HD †

† A dead creature's skull uses the HD the creature had when alive.

Action: Reading a creature's cranium requires 1 minute of uninterrupted study.

Try Again: Yes. Reexamining a skull may provide new insights. You can attempt only one such check per day.

Possessed (stage 1, ML 2, Progression DC 17) Corruption

Whether it's an actual spirit or an alternate personality, another mind vies with you for control of your body.

Catalyst

An evil spirit, soul, or personality—hereafter referred to as a spirit—has taken up residence within your body.

Progression

The corruption progresses when you give up control to use the spirit's power. Like a medium's spirits (*Pathfinder RPG Occult Adventures* 30), the spirit possessing you can give you more power when you give it influence (this doesn't interact with medium spirits; the influence is separate). Each day at sunrise, the number of points of influence the spirit has over you returns to 1. The spirit gains 1 point of influence whenever you fall asleep (or perform your daily rest) or become confused, dazed, frightened, panicked, or stunned. You lose any immunity to confusion, daze, fear, and stun.

When the spirit has at least 3 points of influence, you have visible difficulty controlling your body, and you shift back and forth between your own personality and a blend with the spirit. When the spirit has 5 points of influence, you must attempt a Will save (DC = 15 + your manifestation level). If you succeed, influence drops to 4 points; otherwise, the corruption progresses to the next stage. If you must attempt this saving throw again before the next sunrise, the DC increases by 2 for every previous attempt.

Appears In: Horror Adventures Corruption Rules

Prognostication (Sense Motive, 1/day) Unknown

You are skilled in means of folk divination. The most common methods are cartomancy (reading cards), cheiromancy (reading a creature's palms), crystallo-mancy (crystal-gazing), extispicy (reading animal entrails), horoscopy (reading a creature's birth stars), oneiromancy (interpreting dreams), osteomancy (reading cast bones), and pyromancy (reading flames).

Check: Once per day, you can predict a creature's fortune for the near future. You spend 10 minutes interpreting the divination means at your disposal. The GM then attempts a secret Sense Motive check with a DC modified by the subject's Hit Dice (see the table below). The result of the check can give you basic insight into the subject's nature, including its alignment, class, and levels or Hit Dice, and might reveal clues to the creature's immediate future. Determining the immediate future as an *augury* spell has a chance of successfully interpreting meaningful readings equal to 60% plus 5% for every point by which the check result exceeds the DC (to a maximum of 90%). With a single check, you determine all the information whose DC you meet. For instance, if you had a result of 22 when telling the fortune of a creature with 2 HD, you would learn that creature's alignment and class, but not its level, HD, or fortune.

Task — DC

Determine alignment — 15 + creature's HD

Determine class — 20 + creature's HD

Determine level or HD — 25 + creature's HD

Determine fortune as *augury* spell — 25 + creature's HD

Action: Reading a creature's fortune requires 10 minutes of uninterrupted contemplation, and the subject creature must be present.

Try Again: Yes. You can attempt to read a particular creature's fortune repeatedly, but only once per 24 hours.

Special: Specially crafted items purchased for the exclusive use of this skill grant a +2 circumstance bonus on Sense Motive checks to prognosticate.

Eclipse – Abilities & Gear

Psychometry (Appraise, 1/day)

Unknown

You can read the psychic impressions left on objects or in places by previous owners and events.

Check: Once per day, you can concentrate for 1 minute while in physical contact with an item or location, during which you receive flashes of insight regarding the subject's nature and ownership. After 1 minute, you attempt a DC 15 Appraise check to decipher the visions. You gain one piece of information about the historical significance or the last previous owner—such as a glimpse of the last owner's appearance or its emotional state when it last used the item—determined by the GM. You learn one more piece of information for every 10 by which your check result exceeds the DC, as long as you concentrate for 1 additional minute for each piece of information. If you fail the check by less than 5 or the item has no significant psychic imprint, you don't learn any information. If you fail this check by 5 or more, the item appears to be psychically significant even if it's not, and the information you gain is wildly inaccurate. If you attempt to use psychometry on an item affected by *charge object* or *implant false reading*, you automatically learn all information imprinted by the spell. You must also attempt a Will save. If the item is affected by an *implant false reading* spell, on a success, you realize the information was false, and can determine the true information as well. On a failure, or if the item is affected by a *charge object* spell, you believe the information is true.

Action: Reading an object requires at least 1 minute of uninterrupted concentration.

Try Again: Yes. Multiple readings on an object or place always give the same results unless its circumstances or ownership have changed, but additional checks might reach further back into an object's history. You don't reroll the saving throw to determine if a psychic imprint is false. You can still use psychometry only once per day.

Read Aura (Perception, 1/day)

Unknown

Your psychic sensitivity allows you to read the psychic and magical auras of creatures and objects.

Check: Once per day, you can examine the natural aura of a creature or object to discern the subject's alignment, emotions, health, or magic. This requires 10 minutes of concentration, after which you attempt a Perception check. Each time, you must pick one of four auras to read: alignment, emotion, health, or magic. The result of the check applies only to the selected aura. You must be within 30 feet of the subject at all times during the reading. Objects typically have only magic auras, though some also have alignment auras (and intelligent items have emotion auras). You can still attempt to detect a type of aura an object doesn't have, but you get no results. The DC varies depending on the aura, as shown on the table.

Read Alignment Aura: You attempt to read the alignment aura, learning the alignment and its strength. An alignment aura's strength depends on the creature's Hit Dice or item's caster level, as noted in the description of the *detect evil* spell.

Read Emotion Aura: The colors within the target's aura reveal its emotional state. If successful, you learn the target's disposition and its attitude toward any creatures within 30 feet of it. For a number of rounds equal to the amount by which you exceeded the skill check's DC, you gain a +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against the target.

Read Health Aura: Viewing the flow of vital force, you assess a creature's physical condition. You learn if the creature is unharmed or wounded, if it is poisoned or diseased, and whether it is affected by any of the following conditions: confused, disabled, dying, nauseated, panicked, staggered, stunned, and unconscious. You also learn the total number of points available in its ki pool, grit pool, or similar resource.

Read Magic Aura: You attempt to determine the number and power of all magical auras on a target creature or object (see *detect magic* to determine a magic aura's power). If the check is successful, you can attempt Knowledge (arcana) or Spellcraft checks to determine the school or identify properties of a magic item, as normal. If the item is affected by *magic aura* or a similar spell, you can realize this and determine the actual properties of the item if your check result exceeds the DC by 5 or more. If the spell is of a higher level (such as *aura alteration*), increase this threshold DC by 2 for every spell level beyond 1st.

Task — DC

Read alignment aura — 15 + creature's HD or item's caster level
Read emotion aura — 20 + creature's HD or item's caster level †
Read health aura — 15 + creature's HD
Read magic aura — 20 + creature's HD or item's caster level
† Intelligent items only.

Action: Reading an aura requires 10 minutes of study.

Try Again: Yes. You can read a creature or object's aura more than once, whether you read the same aura or a different one. You can still attempt only one skill check to read an aura per day.

Shadow Magic (Ex)

Racial Ability (Wayang)

Wayangs add 1 to the DC of any saving throws to resist spells of the shadow subschool that they cast.

Shadow Resistance

Racial Ability (Wayang)

Wayangs get a +2 racial bonus on saving throws against spells of the shadow subschool.

Eclipse – Abilities & Gear

Abjuration (bell) Class Ability (Occultist)

Abjuration implements are objects associated with protection and wards.

Implements: Amulet, armor, bell, bracers, brooch, cloak, holy symbol, shield.

Appears In : Occult Adventures

Conjuration (mirror, Haunted, Guardian) Class Ability (Curator, Occultist)

Implements used in conjuration allow the occultist to perform magic that transports or calls creatures.

Implements: Bowl, brazier, compass, figurine, lantern, mirror.

Possessed Possessions : At 2nd level, and every 4 occultist levels thereafter, when the haunt collector chooses an implement school he doesn't already know, instead of using implements as normal for that school, he can gain access to a haunted implement—a powerful, spirit-possessed item collected during his travels. When he selects a haunted implement, he forsakes the resonant power from the item's implement group and instead selects a spirit from the medium's list of spirits (*Pathfinder RPG Occult Adventures* 33), gaining that spirit's seance boon in place of the resonant power. He can also call upon the implement's haunting entity as a swift action to temporarily gain bonuses on all checks associated with the selected legendary spirit's spirit bonus for 1 round. This spirit bonus is equal to 1/2 the amount of mental focus invested in the implement, to a maximum bonus of 1 + 1 for every 4 occultist levels the haunt collector has. He can call upon this spirit bonus a number of times per day equal to the amount of mental focus invested in the implement, though invoking it doesn't expend any mental focus. Once the spirit type is selected for an implement, it cannot be changed.

This ability alters implements.

Appears In : Occult Adventures

Energy Ray 2d6 (Sp) Class Ability (Curator, Occultist)

As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to unleash a ray of pure energy as a ranged touch attack. This ray has a range of 30 feet. The ray deals an amount of energy damage equal to 1d6 points + 1d6 points for every 2 occultist levels you possess beyond 1st (2d6 at 3rd level, 3d6 at 5th, and so on, to a maximum of 10d6 at 19th level). When you unleash an energy ray, you must decide what type of damage it deals (acid, cold, electricity, or fire).

Evocation (wand) Class Ability (Curator, Occultist)

Implements focused on evocation grant the ability to create and direct energy to protect and to destroy.

Implements: Gloves, rod, staff, wand.

Appears In : Occult Adventures

Extricate Haunt (full rd action) (Su) Class Ability (Occultist)

The haunt collector can temporarily exorcise his haunted implements' possessing entities to spontaneously create phenomena similar to haunts and imbue them with spells the occultist knows. As a full-round action that provokes attacks of opportunity, the haunt collector expends 1 point of mental focus to extricate an implement's spirit and infuse an adjacent square with its ghostly presence while granting it the power to deliver a spell from the implement's associated school (whose range is touch or greater) on the haunt collector's behalf. This action consumes the spell just as if it had been cast, but the energy is held in check by the created haunt until triggered by conditions set forth by the haunt collector. The conditions needed to trigger the haunt's spell effect must be clear, although they can be general, using the guidelines of the *magic mouth* spell. The haunt is stationary, and once the conditions for the trigger are met, the spell is discharged normally, though it now originates from the haunt's square.

The haunt itself is an invisible, incorporeal, spectral force, similar to a stationary *unseen servant* with an undead aura for the purposes of spells such as *detect undead*. It has a number of hit points equal to the double the level of the spell used to create it + the occultist's Intelligence modifier. If triggered during the same combat it is created, the haunt acts at initiative count 10; otherwise, when the trigger occurs, the haunt initiates combat and acts at initiative count 10 on the surprise round. Other creatures must succeed at a Perception check (DC = 10 + the haunt collector's occultist level) to act in the surprise round. The haunt can be damaged by positive energy and anything else that can harm haunts, and if destroyed before it is triggered, it dissipates harmlessly. If the haunt is destroyed, it does not reform in its haunted implement until the occultist next invests his implements with mental focus. If the haunt doesn't trigger before the occultist next invests his implements with mental focus, the haunt dissolves at that point and reforms in its haunted implement.

The haunt collector can use this ability a number of times per day equal to 1 + his Intelligence modifier. While a haunting presence is extricated from its implement, the haunt collector does not receive the benefit of the implement's seance boon, nor can he call upon the implement's spirit bonus or use its focus powers, though he can still cast spells associated with the implement without penalty. If the spell is discharged successfully (rather than the haunt being destroyed), the spirit's presence returns to the haunt collector's implement the following round, and the seance boon and spirit bonus abilities are again available to the haunt collector.

At 12th level, the haunt collector can create a free-roaming haunt by expending an additional point of mental focus, granting it a fly speed of 10 feet with good maneuverability, which allows it to change locations or seek targets, under the restrictions for trigger conditions as outlined above. If the haunt wanders beyond medium range (measured from the haunt collector's current position), it is instantly destroyed.

At 16th level, the haunt collector can extricate an implement's spirit as a standard action.

This ability replaces magic circles, binding circles, and fast circles.

Finesse Weapon Attack Attribute Class Ability (World Is Square)

The "light weapons" category has been renamed to "finesse weapons." Characters can choose to use either their dexterity bonus or their strength bonus to hit with these weapons, no feat required. "Finesse" is also now a weapon attribute like "brace" or "trip," allowing a weapon in another category to be finessed (like the rapier).

Eclipse – Abilities & Gear

Flesh Mend 1d8+4 (Sp) Class Ability (Occultist)

As a standard action, you can expend 1 point of mental focus to heal a living creature with a touch. The creature is healed an amount of damage equal to 1d8 + your occultist level. For every 4 occultist levels you possess beyond 3rd, the creature is healed an additional 1d8 points of damage, to a maximum of 5d8+19 at 19th level. This has no effect on undead creatures. You must be at least 3rd level to select this focus power.

Appears In : Occult Adventures

Hateful Voices Gift Class Ability (Possessed)

You gain a +4 bonus on Perception checks and Sense Motive checks to see through disguises, notice when a creature is under an enchantment, and act on the surprise round.

Hateful Voices Stain Class Ability (Possessed)

Whenever a character you consider an ally or friend betrays or disappoints you, even if the disappointment is completely innocent, you unknowingly mutter (Perception DC 15 for others to hear) about how that character was an enemy all along and must be made to pay. As long as the spirit has 3 or more points of influence, you gain no benefit from another creature's aid another attempts.

Intense Focus +3 (Su) Class Ability (Curator,Occultis)

The implement channels and enhances the effects of damaging evocations. A spellcaster who bears the implement can add the implement as an additional focus component for any of his damaging evocation spells that have an instantaneous duration or focus powers with an instantaneous duration. If he does so, the spell or focus power deals 1 additional point of damage of the same type to each creature for every 2 points of mental focus invested in the implement, to a maximum of 1 + 1 for every 2 occultist levels you possess.

Mental Focus (10/day) (Su) Class Ability (Occultist)

An occultist can invest a portion of his mental focus into his chosen implements for the day, allowing him to utilize a variety of abilities depending on the implements and the amount of mental focus invested in them. An occultist has a number of points of mental focus equal to his occultist level + his Intelligence modifier; these points refresh each day. He can divide this mental focus between his implements in any way he desires. If an implement is lost or destroyed, the focus invested in it is lost as well, though the occultist still refreshes those points of focus normally.

Once mental focus is invested inside an implement, the implement gains the resonant power of its implement school (see page 50), and the occultist can expend the mental focus stored in the implement to activate the associated focus powers he knows. If a resonant power grants a bonus that varies based on the amount of mental focus invested in the implement, the bonus is determined when the focus is invested, and is not reduced or altered by expending the mental focus invested in the item. Once all of the mental focus in an implement has been expended, it loses its resonant power until mental focus is once again invested in the implement.

The implement grants its resonant power to whoever possesses it; the occultist can lend the implement to an ally to assist that ally, but if he does so, he has difficulty casting that implement's spells (see Implements on page 47) and can't expend that implement's focus on focus powers until he retrieves the implement or refreshes his focus.

The occultist refreshes his mental focus once each day after receiving at least 8 hours of sleep. After refreshing his mental focus, the occultist must spend 1 hour preparing his implements and investing them with this power. Mental focus that is not used before the next time the occultist refreshes his focus is lost.

The occultist can choose to save generic mental focus inside his own body instead of investing all of it, but expending this focus comes at a higher cost. Any focus power the occultist activates with generic focus costs twice as much mental focus to use (and to maintain, if applicable). The occultist can expend his generic focus through an appropriate implement on any focus power he knows, but an implement he didn't invest any focus in at the start of the day grants no resonant power.

Mind Barrier (-8 damage) (Sp) Class Ability (Occultist)

As a swift action, you can expend 1 point of mental focus to create a shield of mental energy around you that protects you from harm. The shield prevents a total of 2 points of damage per occultist level you possess. It lasts until the start of your next turn or until exhausted. For example, if you are 5th level, the mind barrier protects you from 10 points of damage; if you are hit by an attack that would deal 12 points of damage, the mind barrier is exhausted and you take 2 points of damage. You can activate this ability as an immediate action, but doing so costs 2 points of mental focus instead of 1.

Mind Steed (40 minutes) (Sp) Class Ability (Occultist)

As a standard action, you can expend 1 point of mental focus to conjure a spectral horse. This horse can be either Medium or Large, but it otherwise functions as *mount*. The horse lasts for 10 minutes per occultist level you possess. If you are at least 5th level, the mount's base land speed increases by 20 feet. If you are at least 9th level and you expend 1 additional point of mental focus, the mount can fly at a speed of 60 feet with good maneuverability, but doing so reduces the mount's duration to 1 minute per occultist level you possess.

Appears In : Occult Adventures

Object Reading (Su) Class Ability (Occultist)

At 2nd level, an occultist learns how to read information from items he examines. Examining an item in this way requires him to spend 1 minute handling the item. If the item is a magic item, the occultist learns its properties and command word as if he had successfully examined the item using *detect magic* and succeeded at a Spellcraft check. This ability does not reveal whether the item is cursed unless the occultist's class level is equal to or greater than the caster level of the item. If the item has any historical significance, the occultist learns one piece of information about its past (as determined by the GM). Finally, if the item was last used no longer than 1 day ago per the occultist's class level, the occultist learns one piece of information about the last creature to use the item. This information might be a glimpse of the creature's appearance, a brief vision of what it saw while using the item, or perhaps its emotional state when it last used the item. The GM determines what information is gained in this way. This functions like the psychometry occult skill unlock (see page 196), but doesn't require a skill check and can be used at will.

Possessed Possessions (Su) Class Ability (Occultist)

At 2nd level, and every 4 occultist levels thereafter, when the haunt collector chooses an implement school he doesn't already know, instead of using implements as normal for that school, he can gain access to a haunted implement—a powerful, spirit-possessed item collected during his travels. When he selects a haunted implement, he forsakes the resonant power from the item's implement group and instead selects a spirit from the medium's list of spirits (*Pathfinder RPG Occult Adventures* 33), gaining that spirit's seance boon in place of the resonant power. He can also call upon the implement's haunting entity as a swift action to temporarily gain bonuses on all checks associated with the selected legendary spirit's spirit bonus for 1 round. This spirit bonus is equal to 1/2 the amount of mental focus invested in the implement, to a maximum bonus of 1 + 1 for every 4 occultist levels the haunt collector has. He can call upon this spirit bonus a number of times per day equal to the amount of mental focus invested in the implement, though invoking it doesn't expend any mental focus. Once the spirit type is selected for an implement, it cannot be changed.

This ability alters implements.

Note: Because this ability is not gained until 2nd level and can only be applied to new implements, the implements chosen at 1st level cannot be selected as haunted implements. These will be the ones at the top of the list, so if you change your mind about which implements were added at 1st level, you can click-and drag the implements in their table to re-arrange the order.

Eclipse – Abilities & Gear

Rules Changes

Class Ability (World Is Square)

By all metrics, Pathfinder is the most satisfying pen-and-paper game I've ever played. The class balance feels good, the math isn't overwhelming, and the community support is outstanding. However, it suffers from one syndrome that haunts the creation of every new character: feat taxes.

Many veteran players lament that you need three feats to go to the bathroom in Pathfinder. It's a cheeky musing, but one rooted in truth. Pathfinder's feats are arranged in sprawling tiers, often requiring an investment of three or more feats to unlock a single more advanced one. While it's satisfying to work towards a goal, many rungs on the feat ladder are considered either undesirable or overtly mundane. These are feat taxes.

Below I've highlighted a number of revisions to Pathfinder's feat tree to help ease the situation. I've focused mainly on combat feats, arguably the worst offenders. Feel free to incorporate these changes into your own house rules or make your own suggestions in the comments.

Martial Mastery

Gone. Combat feats like Weapon Focus now apply to weapon groups instead of a specific weapon by default.

Agile Maneuvers

Gone. A character adds their dexterity to the CMB if they're wielding a finesse weapon and their strength otherwise.

Combat Expertise

Gone. Now simple a combat option for any class with at least +1 BAB.

Improved Trip, Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Reposition, Improved Steal

Gone. Replaced with Deft Maneuvers.

Deft Maneuvers

New. You do not provoke an attack of opportunity when performing a trip, disarm, dirty trick, feint, reposition, or steal combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Power Attack

Gone. Now simply a combat option for any class with at least +1 BAB.

Improved Bull Rush, Improved Drag, Improved Overrun, Improved Sunder

Gone. Replaced with Powerful Maneuvers.

Powerful Maneuvers

New. You do not provoke an attack of opportunity when performing a bull rush, drag, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Point-Blank Shot

Gone. Precise Shot replaces it as a prerequisite for further archery feats.

Deadly Aim

Gone. Now simple a combat option for any class with at least +1 BAB.

Mobility

Gone. Merged with Dodge.

Dodge

Revised. You gain a +1 dodge bonus to your AC. This bonus increases to +4 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Servitor (Summon Monster II) (Sp) Class Ability (Curator, Occultist)

As a standard action, you can expend 1 point of mental focus to summon a servitor. This ability functions as *summon monster I*, but you can use it only to summon a single creature, and the effect lasts for 1 minute. At 4th level and every 3 levels thereafter, the level of the *summon monster* spell increases by 1, to a maximum of *summon monster VII* at 19th level. You can't have more than one servitor in effect at a time. At any time, you can expend 1 point of mental focus as a free action to extend the duration of an active servitor by 1 minute.

Shift Focus (Abjuration [bell], 7 focus) (Su) Class Ability (Occultist)

At 4th level, an occultist gains the ability to shift his mental focus from one implement to another, though some of the focus is lost along the way. Shifting mental focus removes a number of points of mental focus from one implement and adds the same number – 1 to another implement; this takes 1 minute of quiet contemplation while touching both implements. The occultist can shift his mental focus only from one implement to another implement; he can't shift generic focus into an implement. Unlike expending focus normally, this shift can reduce the effect of a resonant power in the implement from which the mental focus was taken. It does not, however, add to the resonant power of the implement to which the focus is added.

Spirit Bonus (Guardian, max +2) (Su) Class Ability (Occultist)

He can also call upon the implement's haunting entity as a swift action to temporarily gain bonuses on all checks associated with the selected legendary spirit's spirit bonus for 1 round. This spirit bonus is equal to 1/2 the amount of mental focus invested in the implement, to a maximum bonus of 1 + 1 for every 4 occultist levels the haunt collector has. He can call upon this spirit bonus a number of times per day equal to the amount of mental focus invested in the implement, though invoking it doesn't expend any mental focus.

Spirit Bonus : When you channel a guardian, your spirit bonus applies to AC and on Constitution checks, Fortitude saves, and Reflex saves.

Two Minds Gift Class Ability (Possessed)

The extra mind provides a reserve of willpower against mental attacks. You gain a +2 bonus on saves against mind-affecting effects; if you fail, you can give the spirit 1 point of influence over you to reroll the save without using an action. If you do, you must accept the result of the second roll and can't reroll. These benefits don't apply against this corruption.

Two Minds Stain Class Ability (Possessed)

A cacophony of thoughts distracts you. Roll twice on initiative checks and take the lower result. You also take a -2 penalty on concentration checks. At manifestation level 3rd, the penalty changes to -4.

Warding Talisman (Su) Class Ability (Occultist)

The implement wards against adverse effects. Whoever wears (or holds, for bells) the implement gains a +1 resistance bonus on saving throws for every 2 points of mental focus invested in the implement, to a maximum bonus of 1 + 1 for every 4 occultist levels you possess.

Earplugs Gear

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a -5 penalty on hearing-based Perception checks.

Appears In : Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Eclipse – Abilities & Gear

Scroll of detect undead (x2)

Scroll

Detect Undead (x2)

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD- Strength - Lingering Aura Duration
1 or lower - Faint - 1d6 rounds
2-4 - Moderate - 1d6 minutes
5-10 - Strong - 1d6 x 10 minutes
11 or higher - Overwhelming - 1d6 days

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Wand of cure light wounds (25 charges)

Wand

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of lesser restoration (12 charges)

Wand

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Potion of shield of faith

Potion or Oil

Shield of Faith

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Amulet of natural armor +1

Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Effortless lace (- custom / magic weapon -)

Wondrous Item

This elegant silk ribbon gleams like mithral and feels like polished steel. When wrapped around the grip of a one-handed piercing or slashing melee weapon for 24 hours, the ribbon's magic permanently merges with the weapon, reducing the attack roll penalty incurred by a wielder who is smaller than the weapon's intended wielder by 2 (to a minimum penalty of 0).

If the weapon is wielded by a creature whose size matches that of the weapon's intended wielder, the weapon is treated as a light melee weapon when determining whether it can be used with Weapon Finesse, as well as with any feat, spell, or special weapon ability that can be used in conjunction with light weapons. Once an *effortless lace*'s abilities have been conveyed to a weapon, the ribbon must remain attached to the weapon or its effects end immediately, its magic is permanently lost, and it is reduced to worthless cloth. Effects that would dispel the magic of the weapon or cause the weapon to gain the broken condition (such as sundering) destroy the ribbon as well.

Construction

Requirements: Craft Magic Arms and Armor, *shrink item*; **Cost** 1,250 gp

Appears In : Giant Hunter's Handbook

loun stone (dusty rose prism)

Wondrous Item

This stone grants the bearer a +1 insight bonus to AC.

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. loun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Resonant Power:

+1 insight bonus on combat maneuver checks.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 2,500 gp

Eclipse – Abilities & Gear

Spirit planchette, brass Wondrous Item

A *spirit planchette* is typically found in a wooden case along with a thin wooden board printed with numerous letters and numbers. Nonmagical versions of these divination tools can be purchased in curiosity shops (typically costing 25 gp); while these items can be used as alternative components for augury spells, only magical *spirit planchettes* allow users to communicate with the other side. Three types of *spirit planchettes* exist—brass, cold iron, and silver. Each in turn allows an increasingly potent form of divination effect to be utilized. A *spirit planchette* requires a board to move upon, but this “board” can be made up of letters scribed upon any smooth surface—it need not be a prepared board for a *spirit planchette* to work.

To use a *spirit planchette*, you must rest your fingers lightly upon the planchette’s surface and then concentrate on the planchette (as if maintaining a spell with a duration of concentration) for 2d6 rounds while the planchette attunes itself to the ambient spirits of the area. After this time, the planchette begins to slowly slide in random patterns across the board—at this point, questions may be asked of the spirits by any of the individuals involved in the séance. The consequences of each question asked of the spirits depends upon what type of planchette is used for the divination, as summarized on the table below. The spirits reply in a language understood by the character who asked the question, but resent such contact and give only brief answers to the questions. All questions are answered with “yes,” “no,” or “maybe,” or by spelling out a single word from the letters arranged on the board. The spirits answer each question either in the same round the question is asked (in the case of a yes, no, or maybe answer) or at a rate of one letter per round (in the case of a single word being spelled out). A *spirit planchette* may be used once per day—the maximum number of questions you can ask with it depends on the type of planchette being used (as detailed on the table below).

Communication with spirits can be a dangerous task, for many spirits are jealous or hateful of the living. Every time a *spirit planchette* is used, the user must succeed on a Will save to avoid being temporarily possessed and harmed by the angry spirits. In some areas where the spirits are particularly violent or hateful (such as in Harrowstone), this Will save takes a –2 penalty. The DC of this save depends on the type of *spirit planchette* being used. Anyone who fails the Will save becomes confused for a number of rounds (depending on the type of planchette being used), and no answer is received. The spirits in the area are not omniscient—the GM should decide whether or not the spirits would actually know the answer to the question asked, and if they do not, the answer granted is automatically “maybe.” If the GM determines that the spirits are knowledgeable about the answer, roll d% to determine whether the spirits speak truthfully or whether they lie.

Type - Questions/Use - Will Save DC - Confusion Duration - True Answer - Lie
Brass - 1 - 11 - 1 round - 01–60 - 61–100
Cold Iron - 3 - 15 - 2 rounds - 01–75 - 76–100
Silver - 5 - 19 - 3 rounds - 01–90 - 91–100

Construction

Requirements Craft Wondrous Item, *contact other plane, speak with dead*; **Cost** 2,000 gp (*brass spirit planchette*), 5,000 gp (*cold iron spirit planchette*), 9,000 gp (*silver spirit planchette*)

Appears In : Carrion Crown

Stone of alarm Wondrous Item

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Construction

Requirements: Craft Wondrous Item, *alarm*; **Cost** 1,350 gp

Homeland: Unusual Homeland (Another Plane) History

Your GM chooses the plane. You gain access to the Scholar of the Great Beyond faith trait.

Appears In : Ultimate Campaign

Parents: Both Dead History

Both of your parents are dead. You gain access to the Orphaned social trait.

Appears In : Ultimate Campaign

Siblings: Other Siblings History

Use the Notes option to describe your siblings

Appears In : Ultimate Campaign

Circumstance of Birth : Adopted Outside Your Race History

You were not raised by your birth family and grew up in a family of a different race than your own. Roll on Table 1-27: Adopted Outside Your Race.

Appears In : Ultimate Campaign

Adopted: Raised by Civilized Humanoids History

You were raised by a community of civilized humanoids of a race different from your own (chosen by your GM). Your attitudes, beliefs, and values reflect that race, although characteristics of your true nature frequently emerge. You gain access to a race trait from the race that raised you.

Appears In : Ultimate Campaign

Childhood: Betrayal History

A friend or family member whom you trusted more than anyone else betrayed you. You have never fully trusted anyone since and prefer to rely on your own abilities rather than place your trust in others. You gain access to the Suspicious social trait.

Appears In : Ultimate Campaign

Influential Associate : The Dead One History

One of your greatest influences was a sentient undead creature, such as a ghost, lich, grave knight, wraith, or vampire. You encountered it on several occasions and survived mostly unscathed. Through this strange relationship you learned of its mortal life, giving you perspective on your own life. You gain access to the Deathtouched bloodline race trait and the Glimpse Beyond story feat.

Appears In : Ultimate Campaign

Moral Conflict : Malign Associates: 4 History

You allied with a destructive creature, organization, or individual.

Appears In : Ultimate Campaign

Subject: Family member: 0 History

Appears In : Ultimate Campaign

Motivation: Love: 1 History

Appears In : Ultimate Campaign

Eclipse – Abilities & Gear

Resolution: You Enjoyed It: 3 **History**

Those who cling to petty morals have no understanding of what true freedom and power is. The fact is, you enjoyed your part in the conflict and would do it all over again if the opportunity presented itself. Many people know of your misdeed, and they also realize your complete lack of remorse.

Appears In : Ultimate Campaign

Romantic Relationships : Several Inconsequential Relationships **History**

You have had many lovers but no long-lasting, meaningful relationships.

Appears In : Ultimate Campaign

Companions: Business associates, current or former **History**

Appears In : Ultimate Campaign

Drawback: Attachment (Person) **History**

You are attached to a particular person - a friend, family member, or loved one - who means more than anything or anyone in the world. Your thoughts always return to this person. You gain access to the Attached drawback.

Appears In : Ultimate Campaign

Gear

**Total Weight Carried: 56.5/195 lbs, Light Load
(Light: 64.5 lbs, Medium: 129.75 lbs, Heavy: 195
lbs)**

Weapon blanch (silver) <In: Backpack, masterwork 0.5 lbs

Special Abilities

Abjuration (bell)
Automatic Writing (Linguistics, 1/week)
Conjuration (mirror, Haunted, Guardian)
Darkvision (60 feet)
Energy Ray 2d6 (Sp)
Evocation (wand)
Extricate Haunt (full rd action) (Su)
Finesse Weapon Attack Attribute
Flesh Mend 1d8+4 (Sp)
Gatefinder (Perception)
Gatekeeper (Knowledge [Planes])
Hateful Voices Gift
Hateful Voices Stain
Hero Points
Hypnotism (Diplomacy, 1/day)
Intense Focus +3 (Su)
Light and Dark (1/day) (Su)
Manifestation Points, Ability Scores ([none], 18/psychic
Mental Focus (10/day) (Su)
Mind Barrier (-8 damage) (Sp)
Mind Steed (40 minutes) (Sp)
Object Reading (Su)
Phrenology (Knowledge [Arcana], 1/day)
Possessed (stage 1, ML 2, Progression DC 17)
Possessed Possessions (Su)
Prognostication (Sense Motive, 1/day)
Psychometry (Appraise, 1/day)
Read Aura (Perception, 1/day)
Rules Changes
Servitor (Summon Monster II) (Sp)
Shadow Magic (Ex)
Shadow Resistance
Shift Focus (Abjuration [bell], 7 focus) (Su)
Spirit Bonus (Guardian, max +2) (Su)
Two Minds Gift
Two Minds Stain
Warding Talisman (Su)

Spell-Like Abilities

Ghost Sound (1/day)
Hide from Undead (swift action, 1/day)
Pass without Trace (1/day)
Ventriloquism (1/day)

Tracked Resources

Automatic Writing (Linguistics, 1/week)
Extricate Haunt (full rd action) (Su)
Hypnotism (Diplomacy, 1/day)
Kunai
Kunai

Tracked Resources

Light and Dark (1/day) (Su)
Manifestation Points, Ability Scores ([none], 18/psychic
duel)

Mental Focus (10/day) (Su)
Mental Focus: Abjuration Assigned (10 focus)
Mental Focus: Conjuration Assigned (10 focus)
Mental Focus: Evocation Assigned (10 focus)
Phrenology (Knowledge [Arcana], 1/day)
Potion of cure moderate wounds
Potion of cure moderate wounds
Potion of restoration, lesser
Potion of shield of faith
Prognostication (Sense Motive, 1/day)
Psychometry (Appraise, 1/day)
Read Aura (Perception, 1/day)
Shift Focus (Abjuration [bell], 7 focus) (Su)
Vermin repellent
Wand of cure light wounds

Wand of cure light wounds (25 charges)

Wand of lesser restoration (12 charges)

Weapon blanch (silver)

Languages

Abyssal	Skald
Common	Tien
Hon-La	Wayang
Shae	

Spells & Powers

Occultist (Haunt Collector) spells known (CL 4th;
concentration +6)
Melee Touch +6 Ranged Touch +5
2nd (2/day)—*flaming sphere* (DC 16), *node of blasting*^{OA}
(DC 16), *communal returning weapon*^{UC}
1st (4/day)—*barbed chains* (DC 15), *shocking grasp*,
warding weapon^{UC}
0th (at will)—*resistance*, *stabilize*, *telekinetic projectile*^{OA}